

REMARKS

Claims 1-11, 13-15, 30-44, and 55-69 are pending. Claims 1, 30 and 55 have been amended.

Applicant believes the claims as amended add no new matter. For example, the amendments are at least supported on pages 14 and 15 of the specification and in Figure 1A. More specifically,

"user interface 50 may include a number of command buttons such as help 60, current 61, save 64, and apply 67 that allow a user of the interface 50 to execute different commands. For example, a user may be able to see the effects of game feature setting using the apply button 67. When the apply button is selected, a simulation of a game presentation using the game feature settings selected in 49 may be presented in window 68. In 68, the game simulation may allow the user to see different graphics implemented in a game presentation, hear different types of music and determine the functions of different input buttons on the gaming machine."
(Page 14:29 - page 15:4).

In addition,

"prior to Prior to initiating game play, the player may enter preference account information using the card reader 24, the keypad 22, and the florescent display 16. As another example, the player may enter preference account information using the card reader 24 and the video display 34 where the video display may be used as a touch screen to enter preference account information such as player identification information." (Page 30: 25-30)

Furthermore,

Typically, utilizing a master gaming controller, the gaming machine controls various combinations of devices that allow a player to play a game on the gaming machine and also encourage game play on the gaming machine. For example, a game played on a gaming machine usually requires a player to input money or indicia of credit into the gaming machine, indicate a wager amount, and initiate a game play. These steps require the gaming machine to control input devices, including bill validators and coin acceptors, to accept money into the gaming machine and recognize user inputs from devices, including touch screens and button pads, to determine the wager amount and initiate game play.

After game play has been initiated, the gaming machine determines a game outcome, presents the game outcome to the player and may dispense an award of some type depending on the outcome of the game. (Page 1:19-2:2)

Rejections under 35 U.S.C. § 102(e) and § 103(e)

Claims 1-15, 30-44, 55-61 and 67-69 including the independent claims were rejected under 35 U.S.C. 102(e) as being anticipated by Walker (U.S. 6,110,041). Dependent claims 62-66 were rejected as being unpatentable over Walker '041 in view of Walker '163 (U.S. 6,007,163).

The present invention describes, as recited in claim 1 for instance, a gaming machine comprising a master gaming controller that is designed or configured to control one or more games played on the gaming machine and to request preference account information from a remote server wherein each game played on the gaming machine comprises a) receiving a wager an outcome for the game, b) determining the outcome for the game and c) displaying game presentation of the outcome determined for the game; and a user interface configured to display preferences, to receive preference selections, to display a simulated game presentation, and to display information regarding one or more preferences in a group of available preferences. The simulated game presentation is for allowing a user to determine the effects of different game feature settings on the game presentation prior to initiating wagering game play on the gaming machine where the wager is not required to view the simulated game presentation.

In Walker, as noted by the Examiner, to determine the effects of their preference selections, the player has to play the game on the gaming machine which requires the player to make a wager on the game. The present invention provides a user interface configured to generate a simulated game presentation. In the present invention, the simulated game presentation is for allowing a user, such as a game player or an game operator, to determine the effects of different game feature settings on the game presentation prior to initiating wagering game play on a gaming machine where a wager is not required to view the simulated game presentation. In different embodiments of the present invention, the simulated gaming presentation may be generated at a gaming machine, a home computer, a kiosk or similar device.

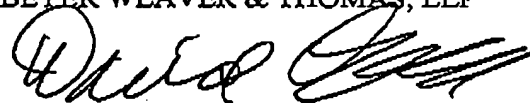
The Walker references, alone or in combination, do not teach or suggest a user interface that provides a simulated game presentation where a wager is not required to view the simulated game presentation. In Walker, a user has to make a wager and play the game to determine the effects of any changes they have made. Because of the cost involved in Walker, players may be deterred from trying out different game options. Who would want to have to pay money to find out that they do not like something? An advantage of the present invention is that a user may try out new game features and determine desired preferences without having to make wagers, which removes the deterrent found in Walker.

Therefore, for at least these reasons, Walker ('041) can't be said to anticipate claims 1-15, 30-44, 55-61 and 67-69 and Walker ('041) in combination with Walker ('163) can't be said

to render obvious claims 62-66 and the rejections of the pending claims is believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
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